

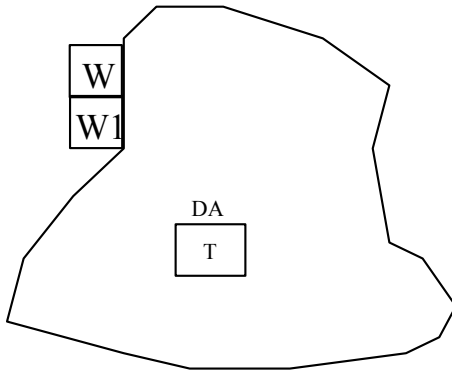
SSMC NO: 2-01		Date: May 24, 2001																																			
CP No: MIL00-06	Title: Add Symbol, Dead Space Area																																				
Originator, Name and Address: Army/PM FATDS																																					
SSMC Action: <input type="checkbox"/> Approved <input checked="" type="checkbox"/> Approved with Changes <input type="checkbox"/> Withdrawn <input type="checkbox"/> Deferred <input type="checkbox"/> Declared Substantive By: <input type="checkbox"/> Disapproved <input type="checkbox"/> Testing Required <input type="checkbox"/> Prior to Decision <input type="checkbox"/> Subsequent to Decision <input type="checkbox"/> Allied Coordination Required		Decision: Approved as modified (MIL 00-06A), in accordance with the Fire Support Hierarchy Analysis change Option C, Modification 1 data.																																			
Votes Cast/Proposed Change Approve Disapprove N/A		Chairperson <div>Annaliese Martin</div> <div>(Signature)</div>																																			
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SYMBOLGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
CHANGE PROPOSAL NUMBER		MIL00-06A	
ORIGINATOR	SPONSOR	DATE RECEIVED	DATE OF ACTION
PM FATDS	ARMY	1 September 2000	May 24, 2001
CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, DEAD SPACE AREA			
SUGGESTED CHANGE			
<p>The Army has a requirement to add a new symbol to MIL-STD-2525B.</p> <ol style="list-style-type: none"> 1. The purpose of the Dead Space Area symbol is to graphically display to commanders in the Common Operational Picture (COP)/Common Tactical Picture (CTP) areas where fire effects for a specific unit or weapon system are constrained by terrain restrictions. 2. Recommend adding to hierarchy item 2.X.4, Fire Support, under the "Areas" hierarchy, 2.X.4.3, figure B-17, and table B-IV. 			
OVERVIEW			
<p>Currently, the standard does not contain a symbol depicting Dead Space Areas. In general, the Dead Space Area graphic depicts the area of the battlefield that a particular weapon or sensor system cannot engage due to restrictive terrain. Incorporation into MIL STD 2525B, which will be used in JMTK and GSD, will allow the symbol to be transmitted/received by all battlefield systems.</p> <p>Dead Space Area is a required symbol in the COP/CTP to be shared across the battlefield. The development of the COP/CTP is required of all ABCS component systems. Fire Support systems are the producer of the Dead Space Area for the COP/CTP. Fire Support systems will retain this capability for fielding throughout the Army and USMC.</p>			
OPERATIONAL DESCRIPTION			
<p>The purpose of the Dead Space Area symbol is to graphically display to commanders and operators an area within the maximum range of a weapon, radar or observer which cannot be covered by fire or observation from a particular position because of intervening obstacles, the nature of the ground, or the characteristics of the trajectory, or the limitations of the pointing capabilities of the weapons. It is used in planning, preparing, and execution of operations because it identifies areas that are naturally protected from the effects of direct fire. This allows the commander to adjust forces as necessary to cope with the dead space. Dead Space Areas are unique to specific weapons and units. A minimum of three (3) point locations are required to graphically display a Dead Space Area. The minimum information required to interoperate with another system is defined below.</p>			
IMPLEMENTATION			
<p>Description: Fire Support, Areas, Dead Space Area</p> <p>Parameters:</p> <ol style="list-style-type: none"> 1.Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2.Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3.Orientation. Not applicable. 4. Text. Is used to identify the dead space area by weapon system or unit. <p>Fixed/Dynamic: Dynamic</p>			

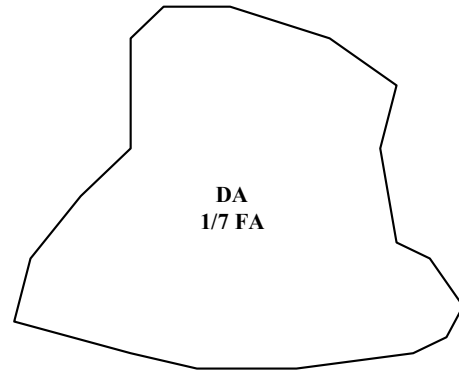
Hierarchy: 2.X.4.3.16

Symbol ID: G*F*ADA---****X

Tactical Graphic:



Example:



JIEO ANALYSIS

OVERVIEW:

The proposed CP fulfills a need expressed by the Army for a standard Dead Space Area (DA) Zone Symbol.

The following changes must be made to the standard to incorporate the proposed changes:

- 1.Revise table B-III, C2 Symbology: Military Operations symbol ID codes, to include the necessary information for the DA Zone symbol.
- 2.Revise figure B-17, Fire Support, to include the DA Zone symbol.
- 3.Revise table B-IV, C2 Symbology: Military Operations set, to include a generic and example symbol for DA Zone.

This change proposal is one of 43 change proposals submitted by the Army, all of which deal with the Fire Support category of C2 Symbology: Military Operations symbol set. An analysis of the Fire Support Hierarchy was conducted to resolve conflicts discovered between recommended symbol IDs and those symbol IDs already in the standard. The hierarchy number and symbol ID proposed for the DA Zone symbol does not conflict with any symbols currently existing in the standard. However, should the SSMC select one of the conflict resolution options from the Fire Support Hierarchy Analysis, the symbol ID and hierarchy number recommend here may change. The Fire Support Hierarchy Analysis can be located on the Change Proposal/Coordination page of the symbology web site.

CONFORMANCE TO SYMBOL GUIDELINES:

The proposed DA Zone symbol follows the rules concerning composition, construction, display, and transmission previously set forth in the standard.

ADEQUACY AND IMPACT ON OTHER PROGRAMS:

None known.

C/S/A COMMENTS

DECISION NOTICE

Approved at SSMC 2-01 with the following changes:

Restructure the entire 2.X.4 (Fire Support) hierarchy IAW the Fire Support Hierarchy Analysis, Change Option C with modification 1 (does not include graphics which are still pending review and approval [MIL00-11 through MIL00-44]). See Attachment A.

Attachment A

Tasks:

1. Modify Figure B-17 to reflect new hierarchy structure (Figure B-17 becomes Figures B-17.1 and B-17.2) and addition of new Fire Support graphics.

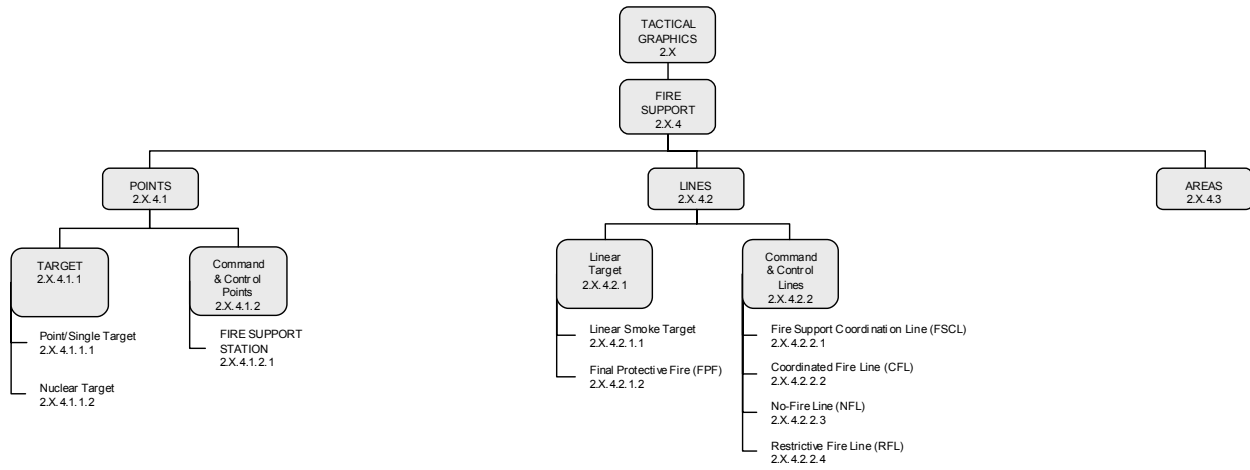


Figure B-17.1. Fire Support.

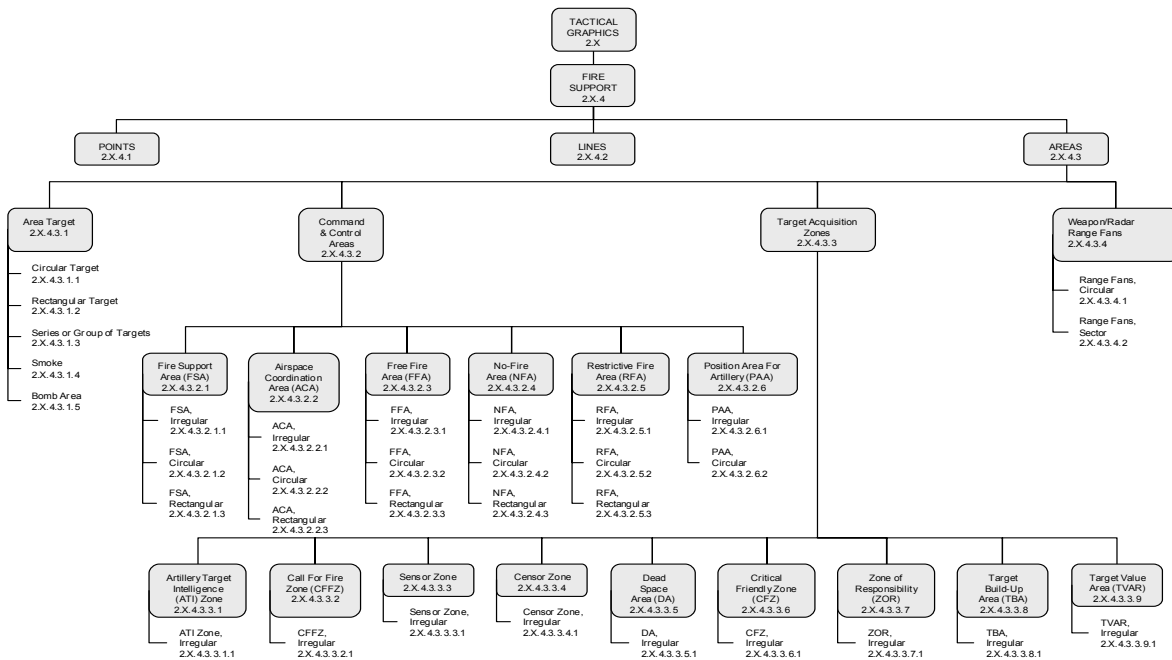


Figure B-17.2. Fire support.

2. Modify Table B-III to reflect restructured hierarchy numbers, provide new symbol IDs for restructured graphics and addition of new graphics' hierarchy numbers and symbol IDs.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID	SIZE/MOBILITY	COUNTRY CODE	ORDER OF	DESCRIPTION
2.X.4	G	*	F	*	-- -- --	**	**	X	FIRE SUPPORT
2.X.4.1	G	*	F	*	P-	-- --	**	**	POINT
2.X.4.1.1	G	*	F	*	PT	-- --	**	**	TARGET
2.X.4.1.1.1	G	*	F	*	PT	S-	--	**	POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT	N-	--	**	NUCLEAR TARGET
2.X.4.1.2	G	*	F	*	PC	-- --	**	**	COMMAND AND CONTROL
2.X.4.1.2.1	G	*	F	*	PC	F-	--	**	FIRE SUPPORT STATION
2.X.4.2	G	*	F	*	L-	-- --	**	**	LINES
2.X.4.2.1	G	*	F	*	LT	-- --	**	**	LINEAR TARGET
2.X.4.2.1.1	G	*	F	*	LT	S-	--	**	LINEAR SMOKE TARGET
2.X.4.2.1.2	G	*	F	*	LT	F-	--	**	FINAL PROTECTIVE FIRE (FPF)
2.X.4.2.2	G	*	F	*	LC	-- --	**	**	COMMAND AND CONTROL
2.X.4.2.2.1	G	*	F	*	LC	F-	--	**	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.4.2.2.2	G	*	F	*	LC	C-	--	**	COORDINATED FIRE LINE (CFL)
2.X.4.2.2.3	G	*	F	*	LC	N-	--	**	NO-FIRE LINE (NFL)
2.X.4.2.2.4	G	*	F	*	LC	R-	--	**	RESTRICTIVE FIRE LINE (RFL)
2.X.4.3	G	*	F	*	A-	-- --	**	**	AREAS
2.X.4.3.1	G	*	F	*	AT	-- --	**	**	AREA TARGET
2.X.4.3.1.1	G	*	F	*	AT	C-	--	**	CIRCULAR TARGET
2.X.4.3.1.2	G	*	F	*	AT	R-	--	**	RECTANGULAR TARGET
2.X.4.3.1.3	G	*	F	*	AT	G-	--	**	SERIES OR GROUP OF TARGETS
2.X.4.3.1.4	G	*	F	*	AT	S-	--	**	SMOKE
2.X.4.3.1.5	G	*	F	*	AT	B-	--	**	BOMB AREA
2.X.4.3.2	G	*	F	*	AC	-- --	**	**	COMMAND AND CONTROL
2.X.4.3.2.1	G	*	F	*	AC	S-	--	**	FIRE SUPPORT AREA (FSA)
2.X.4.3.2.2	G	*	F	*	AC	A-	--	**	AIRSPACE COORDINATION AREA (ACA)
2.X.4.3.2.3	G	*	F	*	AC	F-	--	**	FREE FIRE AREA (FFA)
2.X.4.3.2.4	G	*	F	*	AC	N-	--	**	NO-FIRE AREA (NFA)
2.X.4.3.2.5	G	*	F	*	AC	R-	--	**	RESTRICTIVE FIRE AREA (RFA)
2.X.4.3.2.6	G	*	F	*	AC	P-	--	**	POSITION AREA FOR ARTILLERY (PAA)
2.X.4.3.3	G	*	F	*	AZ	-- --	**	**	TARGET ACQUISITION ZONES
2.X.4.3.3.1	G	*	F	*	AZ	I-	--	**	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE
2.X.4.3.3.1.1	G	*	F	*	AZ	II	--	**	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, IRREGULAR
2.X.4.3.3.2	G	*	F	*	AZ	X-	--	**	CALL FOR FIRE ZONE (CFFZ)
2.X.4.3.3.2.1	G	*	F	*	AZ	XI	--	**	CALL FOR FIRE ZONE (CFFZ), IRREGULAR
2.X.4.3.3.3	G	*	F	*	AZ	S-	--	**	SENSOR ZONE
2.X.4.3.3.3.1	G	*	F	*	AZ	SI	--	**	SENSOR ZONE, IRREGULAR
2.X.4.3.3.4	G	*	F	*	AZ	C-	--	**	CENSOR ZONE
2.X.4.3.3.4.1	G	*	F	*	AZ	CI	--	**	CENSOR ZONE, IRREGULAR
2.X.4.3.3.5	G	*	F	*	AZ	D-	--	**	DEAD SPACE AREA (DA)
2.X.4.3.3.5.1	G	*	F	*	AZ	DI	--	**	DEAD SPACE AREA (DA), IRREGULAR
2.X.4.3.3.6	G	*	F	*	AZ	F-	--	**	CRITICAL FRIENDLY ZONE (CFZ)
2.X.4.3.3.6.1	G	*	F	*	AZ	FI	--	**	CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR
2.X.4.3.3.7	G	*	F	*	AZ	Z-	--	**	ZONE OF RESPONSIBILITY (ZOR)
2.X.4.3.3.7.1	G	*	F	*	AZ	ZI	--	**	ZONE OF RESPONSIBILITY (ZOR), IRREGULAR
2.X.4.3.3.8	G	*	F	*	AZ	B-	--	**	TARGET BUILD-UP AREA (TBA)

DESCRIPTION	ORDER OF	COUNTRY CODE	SIZE/MOBILITY	FUNCTION ID	STATUS	CATEGORY	AFFILIATION	CODE SCHEME	HIERARCHY
TARGET BUILD-UP AREA (TBA), IRREGULAR	X	**	**	AZ BI --	*	F	*	G	2.X.4.3.3.8.1
TARGET VALUE AREA (TVAR)	X	**	**	AZ V- --	*	F	*	G	2.X.4.3.3.9
TARGET VALUE AREA (TVAR), IRREGULAR	X	**	**	AZ VI --	*	F	*	G	2.X.4.3.3.9.1
WEAPON/RADAR RANGE FAN	X	**	**	AX -- --	*	F	*	G	2.X.4.3.4
WEAPON/RADAR RANGE FAN, CIRCULAR	X	**	**	AX C- --	*	F	*	G	2.X.4.3.4.1
WEAPON/RADAR RANGE FAN, SECTOR	X	**	**	AX S- --	*	F	*	G	2.X.4.3.4.2

3. Modify and amend Table B-IV as needed to agree with Figure B-17.1, B-17.2 and Table B-III as shown above.